

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1 to 53 (canceled).

Claim 54 (currently amended): A method of operating ~~for playing a gaming machine,~~ the gaming machine having a plurality of game symbols, said method ~~for playing~~ comprising:

(a-) ~~randomly displaying~~ generating a combination of the plurality of game symbols ~~in a display of the gaming machine,~~ the plurality of game symbols at least including a plurality of award value symbols and a plurality of end of game symbols, ~~each award value symbol showing an award value in the display when randomly displayed,~~

(b) causing a display of the gaming machine to display the randomly generated combination of the plurality of game symbols, each randomly generated award value symbol associated with a displayed award value,

(~~bc-~~) summing the displayed ~~in the gaming machine the shown~~ award values associated with ~~appearing on any displayed~~ award value symbols ~~in the displayed combination in the display to form an accumulated winnings value,~~

(~~cd-~~) repeating in the gaming machine steps (a) and (b) until a predetermined number of said end game symbols have been randomly generated ~~displayed in the randomly displayed generated combinations of the plurality of game symbols, and~~

(d-) ending play in the gaming machine when the predetermined number is reached.

Claim 55 (canceled)

Claim 56 (currently amended): The method of claim 54, wherein ~~further including null symbols in the plurality of game symbols~~ includes a plurality of null symbols.

Claim 57 (previously presented): The method of claim 54 wherein the award value symbols include positive integer values.

Claim 58 (previously presented): The method of claim 54 wherein the award value symbols include negative integer values.

Claim 59 (canceled)

Claim 60 (currently amended); The method of claim 54 further comprising:  
ending play ~~in the gaming machine~~ when a player stop signal is received in response to the step of summing, and awarding the accumulated winnings value in response to the received player stop signal.

Claim 61 (currently amended): The method of claim 54 further comprising:  
determining when the accumulated winnings value at least equals a predetermined winnings value, ending play ~~in the gaming machine~~ when the accumulated winnings value at least equals the predetermined winnings value, and awarding the accumulated winnings value.

Claim 62 (canceled)

Claim 63 (currently amended): A method of operating a gaming machine including for playing a bonus game, the bonus game having a plurality of game symbols, said method ~~for playing~~ comprising:

(a) randomly generating~~displaying~~ a combination of game symbols from the plurality of game symbols ~~in a display~~ for a play of the bonus game, the plurality of game symbols at least including a plurality of award value symbols and at least one end of game symbol,

(b) causing a display device to display the randomly generated combination of game symbols, each randomly generated award value symbol associated with a displayed ~~showing an award value in the display when randomly displayed,~~

(c) for the play of the bonus game, summing in the bonus game the shown~~displayed~~ award values associated with appearing on any randomly generated award value symbols ~~in the displayed combination to form an~~ accumulated winnings value,

(d) repeating in the bonus game (a) to (c) the steps of randomly displaying and summing until the formed accumulated winnings value reaches a predetermined value, and

(e) ending the play of the bonus game when the predetermined value is reached and the at least one end game symbol has not been randomly generated ~~displayed in any of the randomly displayed generated combinations~~ of game symbols.

Claim 64 (currently amended): The method of claim 63 further comprising:  
paying an award different from the predetermined value in response to ending the play of the bonus game.

Claim 65 (currently amended): The method of claim 63 further comprising:  
paying a progressive jackpot in response to ending the play of the bonus game.

Claim 66 (currently amended): The method of claim 63 further comprising:  
paying the predetermined value in response to ending the play of the  
bonus game.

Claim 67 (currently amended): A method of operating a gaming machine  
having for playing a casino bonus game in a gaming machine, the casino bonus  
game having a plurality of game symbols, said method for playing comprising:

(a) setting a count value to zero when the casino bonus game starts,

(b) for each play of the casino bonus game:

(i) incrementing the count value for each play of a casino bonus  
game,

(ii) randomly generating displaying, in a display of the gaming  
machine, a combination of game symbols from the plurality of game  
symbols in each play of the casino bonus game, the plurality of game  
symbols including at least one end game symbol, and

(iii) causing a display device of the gaming machine to display  
the randomly generated combination of game symbols, and

(c) repeating (b) until ending the play of the casino bonus game,  
wherein the play of the casino bonus game ends when: (i) ending play of the  
casino bonus game when the at least one end game symbol is randomly  
generated occurs in one of the randomly displayed generated combinations of  
game symbols of a play, or

ending play of the casino bonus game when a predetermined value for the  
count value is reached,

repeating play of the bonus game in the gaming machine in the steps of  
incrementing and of randomly displaying until ending play occurs.

Claim 68 (previously presented): The method of claim 67 further  
comprising;

paying a jackpot bonus in response to ending the casino bonus game.

Claim 69 (currently amended): A method of operating a casino gaming machine having for playing a casino bonus game when a bonus qualifying signal issues during a play of a the casino gaming machine, said method comprising:

summing any displayed award values shown associated with on any randomly generated award value symbols randomly displayed in a display of the casino gaming machine to an accumulated award value during continued the play of the casino bonus game,

receiving a player stop signal from a player input at of the casino gaming machine during the play of the casino bonus game,

causing the display of the casino gaming machine to displaying an end of bonus game symbol in the display during the play of the casino bonus game,

awarding at least the accumulated award value in response to receiving the player stop signal and before the end of bonus game symbol is displayed in the display, and

ending the play of the casino bonus game in response to: (i) awarding the accumulated award value or ;

~~ending play of the casino bonus game in response to displaying the end of bonus game symbol before receiving the player stop signal.~~

Claim 70 (currently amended): The method of claim 69, wherein the plurality of game symbols includes a plurality of further including null symbols in the game symbols.

Claim 71 (previously presented): The method of claim 69 wherein the value symbols include negative integer values.

Claim 72 (previously presented): The method of claim 69 wherein the value symbols include multipliers.